

LISTING OF THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Previously Presented) A method for conducting a game, the method comprising acts of:

providing for a primary method of entry of at least one player in a wagering game, wherein the act of providing for the primary method of entry in the wagering game includes an act of processing a wager having monetary value;

providing, to the at least one player, an alternative method of entry (AMOE) to the wagering game, wherein the AMOE provides a free method of entry into the wagering game, wherein the AMOE is provided for free, wherein the AMOE does not comprise a wager;

executing the wager game for the at least one player; and

determining at least one winner from a plurality of players entered into the wagering game, wherein at least one of the plurality of players entered the wagering game through the primary method of entry, and wherein at least one of the plurality of players entered the wagering game through AMOE.

2. (Previously Presented) The method according to claim 1, wherein the wagering game is a wagering game of chance.

3. (Previously Presented) The method according to claim 1, wherein the wagering game is a wagering game of skill.

4. (Previously Presented) The method according to claim 1, wherein the wagering game has fixed odds of winning the wagering game.

5. (Previously Presented) The method according to claim 1, wherein the wagering game has non-fixed odds of winning the wagering game.

6. (Previously Presented) The method according to claim 1, further comprising an act of conducting game play of the wagering game over a communication network.

7. (Previously Presented) The method according to claim 1, wherein the act of providing an entry of the at least one player in the wagering game includes an act of entering, by an operator of the game, the at least one player in a game session following a processing of an entry request of the at least one player by the AMOE.

8. (Previously Presented) The method according to claim 1, further comprising an act of providing to the at least one player an indication of a game session to be entered by the alternative method of entry AMOE.

9. (Previously Presented) The method of claim 7, wherein the act of executing the wagering game for the at least one player further includes the acts of:

generating at least one game card comprising a plurality of selectable content for a player entered into the wagering game;

determining, for the at least one player, at least one game card having a pattern, wherein the pattern comprises selection of the plurality of selectable content;

determining, prior to a game session, a winning pattern;

drawing winning cell content from a predetermined set of cell content;

determining, for the at least one player, that the pattern of cell content on the wagering game card matching the drawn winning cell content makes a pattern matching the winning pattern; and

determining a payout.

10. (Original) The method according to claim 9, wherein the act of determining the payout includes an act of determining the payout based upon a fixed odds of winning.

11. (Previously Presented) The method according to claim 1, wherein the act of providing for AMOE includes the acts of:

providing for an entry of the at least one player in at least two game sessions; and
Entering, by an operator of the wagering game, the at least one player in the at least two game sessions in response to processing the AMOE.

12. (Previously Presented) A wagering game, comprising:
a computer system, having a display through which a game player plays the wagering game, wherein the computer system is further adapted to execute the wagering game for at least one of a player entered through a primary means of entry for entering the wagering game and at least one player entered through an alternative means of entry for entering the wagering game, wherein the primary means of entry further comprises a wager processing means for processing a wager having monetary value, wherein the game player enters the wagering game through the use of the AMOE, wherein the AMOE is provided for free, wherein the AMOE does not comprise a wager and wherein the AMOE includes an entry specifying a date and time of a session of the wagering game.

13. (Previously Presented) The wagering game according to claim 12, further comprising a communication network, wherein the communication network is used to access the wagering game.

14. (Original) The wagering game according to claim 13, wherein the communication network includes at least one of a cable system, the Internet, or wireless network.

15. (Previously Presented) The wagering game according to claim 12, wherein the AMOE comprises a mail entry to the wagering game.

16. (Previously Presented) The wagering game according to claim 12, wherein the AMOE comprises an Internet entry to the wagering game.

17. (Previously Presented) The wagering game according to claim 12, wherein an associated game session associated with the wagering game is provided with an entry by AMOE.

18. (Previously Presented) The wagering game according to claim 12, wherein the game session entered is the next starting game session after the AMOE is received and logged by a game operator.

19. (Previously Presented) The wagering game according to claim 12, wherein the game session entered is the next starting game session designated for AMOE game players after the AMOE is received and logged by a game operator.

20. (Original) The wagering game according to claim 12, wherein the wagering game is a wagering game of chance.

21. (Original) The wagering game according to claim 12, wherein the wagering game is a wagering game of skill.

22. (Original) The wagering game according to claim 12, wherein the wagering game has fixed odds of winning the game.

23. (Original) The wagering game according to claim 12, wherein the wagering game has non-fixed odds of winning the game.

24. (Previously Presented) The wagering game according to claim 12, wherein the AMOE includes an entry of the at least one player in at least two game sessions.

25. (Previously Presented) A computer-readable medium having computer-readable information stored thereon that define instructions that, as a result of being executed by a computer, instruct the computer to perform a method for conducting a game, the method comprising acts of:

providing for a primary method of entry of at least one player in a wagering game, wherein the act of providing for the primary method of entry into the wagering game includes an act of processing a wager having monetary value;

providing, to the at least one player, an alternative method of entry (AMOE) to the wagering game, wherein the AMOE provides a free method of entry into the wagering game, wherein the AMOE is provided for free, wherein the AMOE does not comprise a wager, and wherein the act of providing the AMOE includes an act of providing an entry specifying a date and time of a session of the wager game;

executing the wager game for the at least one player; and

determining at least one winner from a plurality of players entered into the wagering game, wherein at least one of the plurality of players entered the wagering game through the primary method of entry, and wherein at least one of the plurality of players entered the wagering game through the AMOE.

26. (Original) The computer-readable medium according to claim 25, wherein the method further comprises an act of conducting the game over a communication network.

27. (Previously Presented) The computer-readable medium according to claim 25, wherein the act of providing an entry of the at least one player in the wagering game includes an act of entering the at least one player in a game session, by a game

operator, following a processing of an entry request of the at least one player by the AMOE.

28. (Previously Presented) The computer-readable medium according to claim 25, wherein the method further comprises an act of providing to the at least one player an indication of a game session to be entered by the AMOE.

29. (Previously Presented) The computer-readable medium according to claim 27, wherein the act of executing the game for the at least one player further includes the acts of:

- determining, for the at least one player, at least one game card having a pattern;
- determining, prior to the game session, a winning pattern;
- drawing winning cell content from a predetermined set of cell content;
- determining, for the at least one player, that the pattern of cell content on the game card matching the drawn winning cell content makes a pattern matching the winning pattern; and
- determining a payout.

30. (Original) The computer-readable medium according to claim 29, wherein the act of determining the payout includes an act of determining the payout based upon a fixed odds of winning.

31. (Original) The computer-readable medium according to claim 25, wherein the game is a wagering game of chance.

32. (Original) The computer-readable medium according to claim 25, wherein the game is a wagering game of skill.

33. (Original) The computer-readable medium according to claim 25, wherein the game has fixed odds of winning the game.

34. (Original) The computer-readable medium according to claim 25, wherein the game has non-fixed odds of winning the game.

35. (Previously Presented) The computer-readable medium according to claim 25, wherein the AMOE includes an entry of the at least one player in at least two game sessions.

36. (Currently Amended) The method of claim 1, wherein the at least one player replays plays the wagering game remotely from at least one location that is separate from another location where the at least one player subscribed to the wagering game.

37. (Previously Presented) The method of claim 1, further comprising an act of generating at least one game card for the at least one player in response to processing the AMOE to the wagering game.

38. (Previously Presented) The method of claim 1, further comprising an act of determining the at least one player has not exceeded a maximum number of AMOE entries.

39. (Previously Presented) The method of claim 1, wherein the act of providing the AMOE includes an act of accepting contact information for the at least one player.

40. (Previously Presented) The method of claim 39, herein the contact information is submitted through mail.

41. (Previously Presented) The method of claim 1, further comprising an act of providing at least one card to the at least one player, in response to processing the AMOE to the wagering game.

42. (Previously Presented) The method of claim 1, further comprising an act of tracking at least one entry by a player into the wagering game using the AMOE to the wagering game.

43. (Previously Presented) The method of claim 1, further comprising the acts of:
processing the AMOE to the wagering game;

entering the at least one player into the wagering game in response to processing the AMOE, wherein the act of entering the at least one player includes an act of associating an entry in the wagering game with at least one game card in response to processing the AMOE.